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4.22 are considered identical, since they are in the same address space). ... precludes  
double-buffering: scan converting a new image into system memory, ...  
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### SLM display data address mapping for four bank frame buffer ...

A write buffer stores data being read from the frame memory to the SLM 13 . ... Writing is  
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Graphics memory 20 contains one or more frames of display data, ... to the frame rate of  
the animation data but synchronized to the display frame rate. ...  
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### Video memory mysteries

Apr 1, 2008 ... 64Mb of very speedy Double Data Rate memory, even. ... Double buffering  
renders the upcoming frame into another area of memory from the ...  
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### Demo 6

Double buffering at a high level. Allocate memory for the double buffer – same pixel ...  
Synchronize the display to a specific frame rate; Go to step 2 ...  
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While the double-buffering concept still exists, instead of writing to an Image in program  
space, you draw directly to video memory space. ...  
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### (WO/2003/063123) METHOD OF AN APPARATUS FOR DRIVING A PLASMA ...

The subfields are often driven according the Address Display Separated (ADS) .... The  
subfield frame memory can be implemented as a double buffer memory as ...  
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### Volume Rendering Architectures for Texture Mapping and Real

A wide range in input frame rates can be produced from these simulations. ... dual ported  
memory is used. Therefore, double buffering is imperative. ...  
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### Framebuffer - Wikipedia, the free encyclopedia

Nov 11, 2008 ... A framebuffer is a video output device that drives a video display from a  
memory buffer containing a complete frame of data. ...  
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## PW164A (Pixelworks) - Image Processor

An embedded SDRAM frame buffer and memory controller perform frame-rate ... Color

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